CP-20A Documentation

- CP-20A Control Panel Operation
- CP-20A Control Panel Quick Reference Guide

CP-20A
Control Panel
Operation

900-849 5/11/06

Contents

Chapter 1 – Introducing the CP-20A

CP-20A Control Panel 1-2
Graphic LCD 1-2
Dynamic Menu Area 1-2
Dynamic Menu Keys 1-3
Function Key 1-3
Take Key 1-3
Technical Support 1-4

Chapter 2 – Executing Switches

Executing Switches – Selecting Input First 2-2
Executing Switches – Selecting Output First 2-4
Changing the Virtual Matrix 2-7

Chapter 3 – Disconnecting Switches

Disconnecting an Input 3-2
Disconnecting an Output 3-4

Chapter 4 – Verifying Signal Status

Verifying Input Status 4-1
Verifying Output Status 4-3

Chapter 5 – Executing Presets

Local Presets 5-1
Global Presets 5-1
Defining Global Presets 5-2
Executing Global Presets 5-4

Chapter 6 – Adjusting Audio

Adjusting Volume 6-2
Adjusting Digital Input Gain 6-4

Chapter 7 – Adjusting LCD Contrast

Adjusting Contrast – Main Menu 7-1
Adjusting Contrast – Setup 7-2

Chapter 8 – Reloading Configuration File

Chapter 9 – Checking Software Version

Checking Software – Setup 9-1
Setup Version Screen 9-2

Chapter 10 – Installing a CP-20A Remote

General Specifications. 10-1
Rear View 10-1
Connecting to an AutoPatch Router 10-2
Communication Cable Specifications. 10-2
Applying Power 10-3
Power Requirements. 10-3
Rack Installation 10-4
Linking Multiple Panels 10-5
Power Requirements. 10-5

Appendix A – System Error Codes

Most Common System Error Codes. A-1
Troubleshooting. A-2
Technical Support. A-2

Index

Introducing the CP-20A

This section is specifically written for AutoPatch enclosures with either a front or remote CP-20A Control Panel. The CP-20A is used for controlling the system's switches and system attributes. Although control panels are optional, we recommend one per system for system verification, redundant control, and troubleshooting.

Figure 1 illustrates an Optima Distribution Matrix with a CP-20A Control Panel. Other models may vary slightly in appearance.

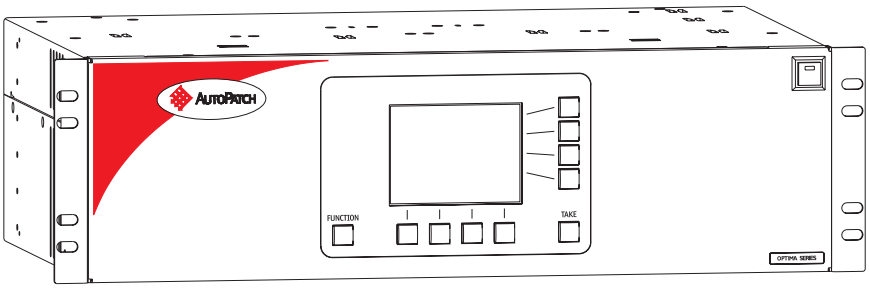


Figure 1: Front view of an Optima with a CP-20A Control Panel

Note: AutoPatch enclosures can also be controlled using BCS (Basic Control Structure) commands transmitted through an external controller; see the *BCS Serial Control Protocol* or *Serial Control Operation* section of this binder. AutoPatch control software can also be used to control an AutoPatch system; see the *AutoPatch Software & Documentation CD* for more information.

CP-20A Control Panel

A CP-20A Control Panel has a graphic LCD with a dynamic menu area, dynamic menu keys, a Function key, and a Take key.

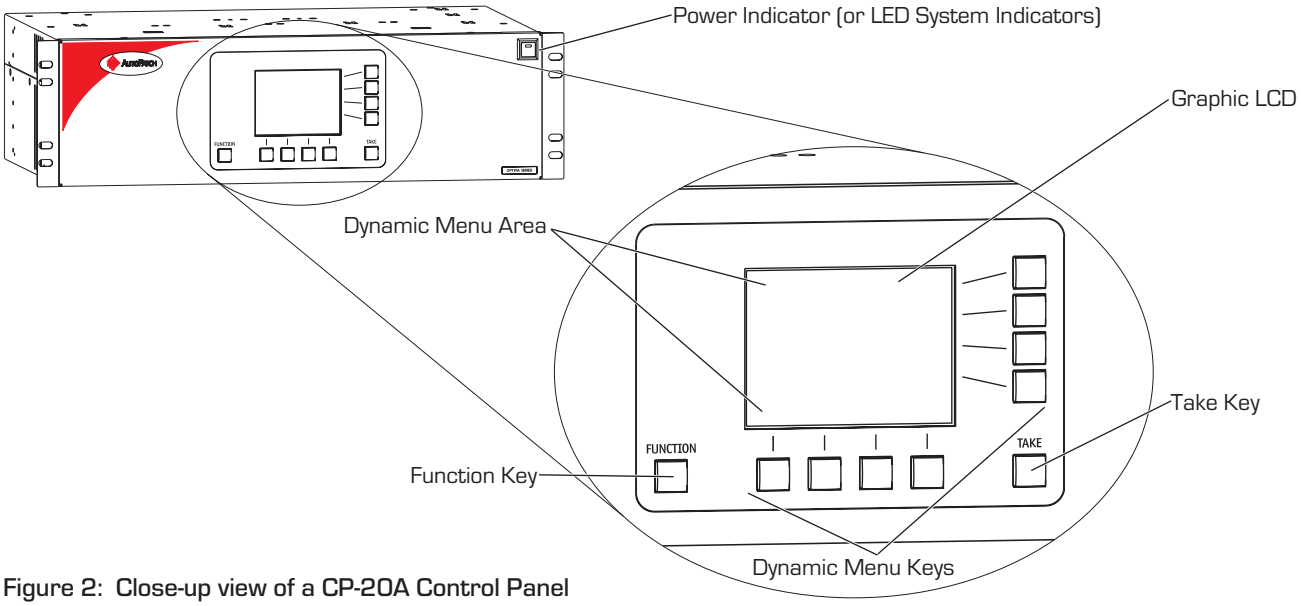


Figure 2: Close-up view of a CP-20A Control Panel

Graphic LCD

An LCD with a backlight displays instructions and selection entry fields. The backlight automatically turns off after 15 minutes of inactivity. Press any key to reactivate the light.

Note: To adjust the contrast of the LCD, see Chapter 7, "Adjusting LCD Contrast."

Dynamic Menu Area

The menu displays different command options across the bottom of the LCD, depending on which screen is active. These options can be accessed using the corresponding dynamic menu keys. The menu options are multilevel with the ability to display custom input (source) and output (destination) names (labels). The default channel name (e.g., O_Ch:0003 for Output 3) appears unless the name has been modified in the configuration file* using X^NConnect (see Chapter 8 of the *Installation & Setup* section of this binder).

* The configuration file (.xcl file) contains routing and control information for a system and is modified with X^NConnect, which graphically displays the file. Both the configuration file and X^NConnect are on the *AutoPatch Software & Documentation CD.*

Dynamic Menu Keys

The keys select commands and settings. Each menu key lines up with a different section of the dynamic menu area. The four keys across the bottom allow you to select from the corresponding commands across the lower part of the screen.

The four keys on the right side of the LCD are used to scroll through lists, adjust sliders, select an action, or return to the previous screen. The associated commands on the right side of the Dynamic Menu Area vary by screen and include the following:

- Back key – Use to return to the last screen. This key will *not* undo a completed operation.
- Arrow keys – Use to scroll through lists and adjust sliders. When scrolling, press and hold an arrow key to increase scrolling speed. When at the bottom of a list, press the down key to access the top of the list. When at the top of a list, press the up key to access the bottom of the list. Scrolling from the bottom of a list may sometimes be more efficient depending on the matrix size.
- Select key – Use to enter a selection. This key will *not* execute operations.

Function Key

The Function key accesses the Main Menu screen. From the Main Menu, the Function key accesses additional menu options. From any other screen, it returns to the Main Menu.

Take Key

The Take key functions much like the Enter key on a computer keyboard. Pressing the Take key instructs the system to execute a selected operation. Prior to pressing the Take key, the individual operation component(s) must be selected by pressing the Select key.

CP-20A operations combine the following four basic tasks:

- **To choose a command,** press the dynamic menu key along the bottom that corresponds with the command you want to choose.
- **To locate values for fields** (such as virtual matrix, input, output, and preset values), press the dynamic menu keys on the right that correspond to the arrows.
- **To enter a selection,** press the Select key. (The key that corresponds to the Select option on the dynamic menu area is found on the right.)
- **To execute an operation,** press the Take key.

Technical Support

For questions concerning CP-20A operations, note the specific information (including error or warning messages) and contact AutoAssist.

AutoPatch provides technical support 24 hours a day, 7 days a week (except for U.S. holidays). Before contacting technical support with a question, please consult the product documentation. If this binder cannot fully answer your question, *have your serial number ready and contact your authorized AutoPatch Dealer or AutoPatch AutoAssist.* (The serial number is normally located on the rear of the enclosure or remote panel; see also the *Installation & Setup* section of this binder.)

AutoAssist Contact Information

- Toll-free U.S. and Canada – **800-622-0246**
- International – **509-235-2636**
- Website – **www.autopatch.com**
- Email – **support@autopatch.com**

Executing Switches

A switch is an active connection between an input (source) device and one or more output (destination) devices. The signals routed in a switching operation are individual signals or groups of individual signals coming through the connectors on the rear of an enclosure. Executing a preset is a quick way to execute multiple switches at a time. For information on presets, see page 5-1.

Switches are executed on the default virtual matrix unless otherwise specified. When specifying a virtual matrix, be sure it includes *all* the signals you want to route. The number of the virtual matrix (VM) that operations are currently being performed on is displayed in the upper-right of the display. If you need to change the virtual matrix, see "Changing the Virtual Matrix" on page 2-7.

You can return to the Main Menu screen at any time by pressing the Function key.

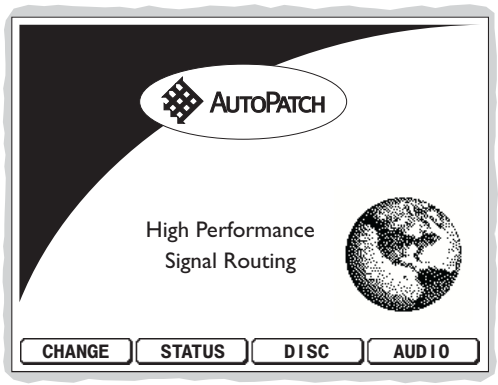
Note: In each switch command, you can enter multiple output signals, but only one input signal. However, you *must* select the input first in order to select multiple outputs. The Take key *must* be pressed for the switch operation to execute.

Executing Switches – Selecting Input First

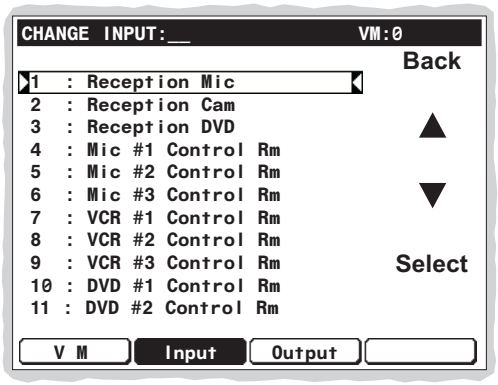
The example below routes Input **33: Satellite Dish** to Output **6: Reception Monitor** on Virtual Matrix 0.

To execute a switch:

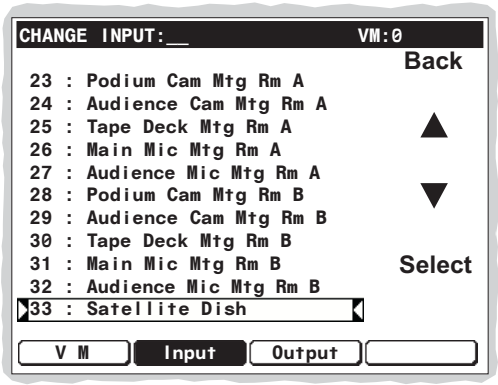
1. At the Main Menu screen, choose the Change command.
   If the Change command is not available, press the Function key to view additional Main Menu options.



   The Change Input screen appears, displaying the available input options.

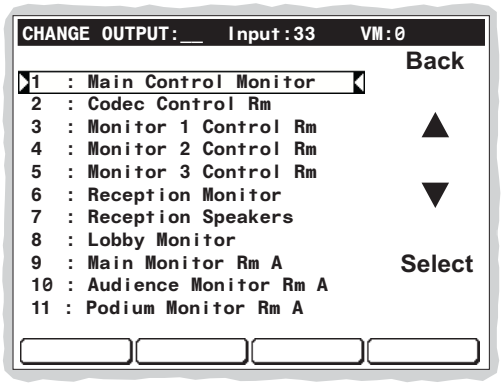


2. Locate Input **33: Satellite Dish** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


CHANGE INPUT:__
VM:0
Back
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Select
V M
Input
Output

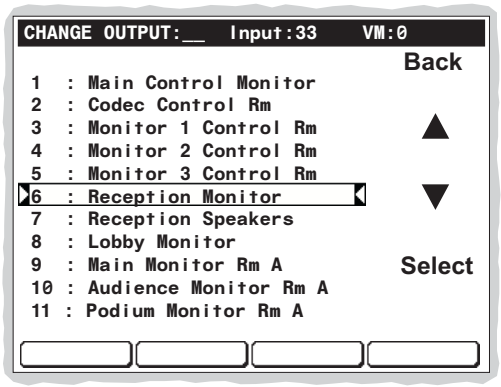
3. Press the Select key.

   The Change Output screen appears, displaying the available output options.


CHANGE OUTPUT:__ Input:33 VM:0
Back
1 : Main Control Monitor
2 : Codec Control Rm
3 : Monitor 1 Control Rm
4 : Monitor 2 Control Rm
5 : Monitor 3 Control Rm
6 : Reception Monitor
7 : Reception Speakers
8 : Lobby Monitor
9 : Main Monitor Rm A
10 : Audience Monitor Rm A
11 : Podium Monitor Rm A
Select

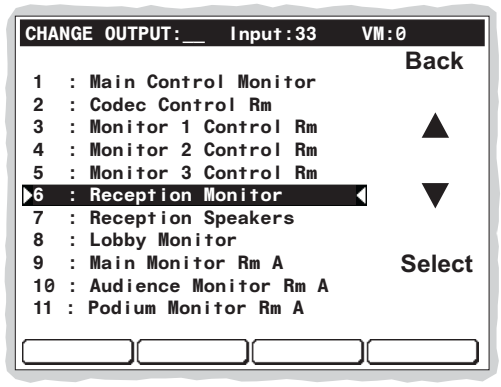
Note: If other outputs are already routed to the selected input, they are highlighted on the Change Output screen.

4. Locate Output **6: Reception Monitor** by scrolling through the list using the arrow keys.


CHANGE OUTPUT:__ Input:33 VM:0
Back
1 : Main Control Monitor
2 : Codec Control Rm
3 : Monitor 1 Control Rm
4 : Monitor 2 Control Rm
5 : Monitor 3 Control Rm
6 : Reception Monitor
7 : Reception Speakers
8 : Lobby Monitor
9 : Main Monitor Rm A
10 : Audience Monitor Rm A
11 : Podium Monitor Rm A
Select

5. Press the Select key.

   Output **6: Reception Monitor** is highlighted.


CHANGE OUTPUT:__ Input:33 VM:0
Back
1 : Main Control Monitor
2 : Codec Control Rm
3 : Monitor 1 Control Rm
4 : Monitor 2 Control Rm
5 : Monitor 3 Control Rm
6 : Reception Monitor
7 : Reception Speakers
8 : Lobby Monitor
9 : Main Monitor Rm A
10 : Audience Monitor Rm A
11 : Podium Monitor Rm A
Select

Note: You can select multiple outputs by scrolling through the list and pressing the Select key. The Select key functions as a toggle switch, selecting and unselecting outputs in the list each time it is pressed. Any outputs that are already routed to the selected input are highlighted. Unselecting an output(s) results in its disconnection when the Take key is pressed.

6. Press the Take key to execute the operation.
   The switch from Input **33: Satellite Dish** to Output **6: Reception Monitor** occurs as soon as the Take key is pressed.
   The system returns to the Change Input screen.
7. Make additional switches.
   Or press the Function key to return to the Main Menu screen.

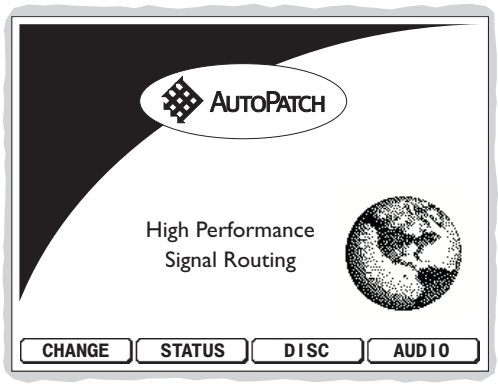
Executing Switches – Selecting Output First

You can execute a switch by selecting one output first; however, to select multiple outputs you must use the "Selecting Input First" method (see page 2-2).

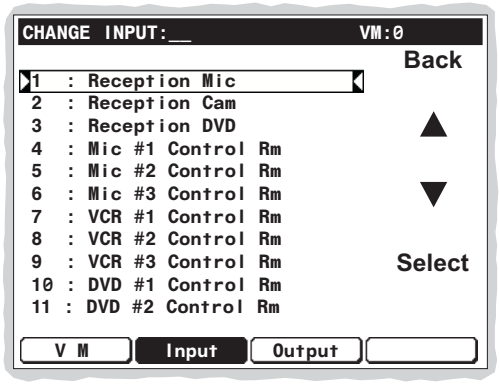
The example below routes a signal to Output **15: Main Monitor Rm B** from Input **10: DVD #1 Control Rm** on Virtual Matrix 0.

To execute a switch:

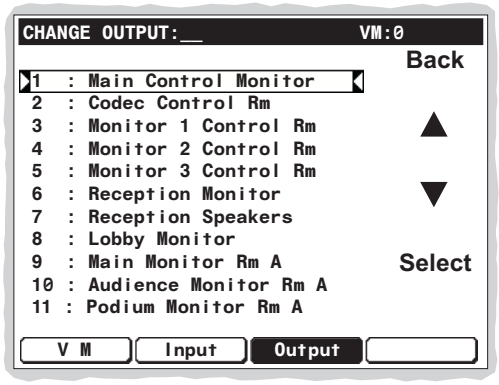
1. At the Main Menu screen, choose the Change command.
   If the Change command is not available, press the Function key to view additional Main Menu options.



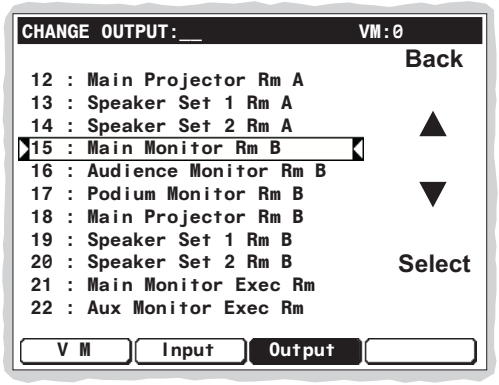
The Change Input screen appears.


CHANGE INPUT:__ VM:0
Back
1 : Reception Mic
2 : Reception Cam
3 : Reception DVD
4 : Mic #1 Control Rm
5 : Mic #2 Control Rm
6 : Mic #3 Control Rm
7 : VCR #1 Control Rm
8 : VCR #2 Control Rm
9 : VCR #3 Control Rm
10 : DVD #1 Control Rm
11 : DVD #2 Control Rm
Select
V M
Input
Output

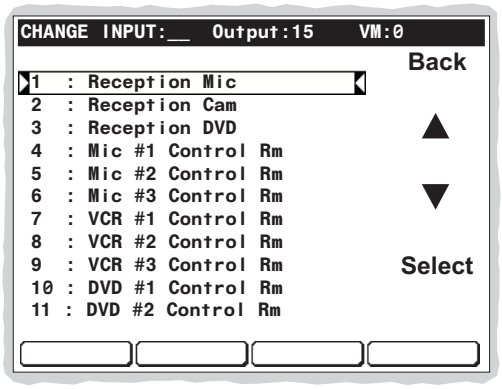
2. Choose the Output command from the bottom of the screen.
   The Change Output screen appears, displaying the available output options.



3. Locate Output **15: Main Monitor Rm B** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)

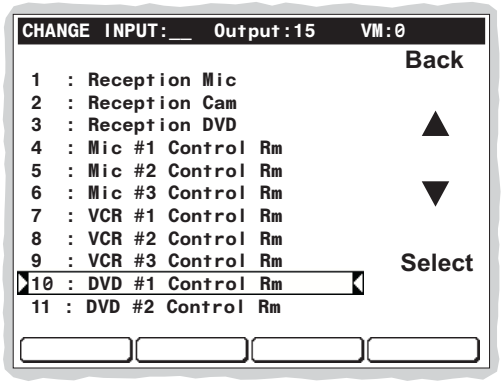

CHANGE OUTPUT:__ VM:0
Back
12 : Main Projector Rm A
13 : Speaker Set 1 Rm A
14 : Speaker Set 2 Rm A
15 : Main Monitor Rm B
16 : Audience Monitor Rm B
17 : Podium Monitor Rm B
18 : Main Projector Rm B
19 : Speaker Set 1 Rm B
20 : Speaker Set 2 Rm B
21 : Main Monitor Exec Rm
22 : Aux Monitor Exec Rm
Select
V M
Input
Output

4. Press the Select key.
   The Change Input screen appears, displaying the available input options.

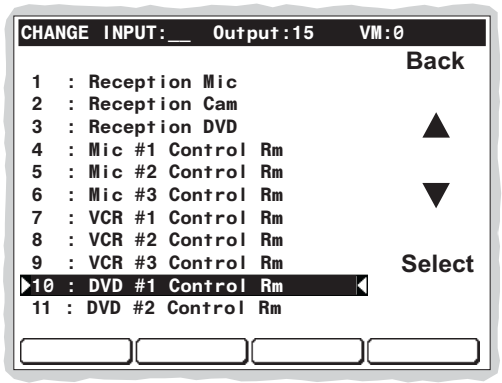

CHANGE INPUT:__ Output:15 VM:0
Back
1 : Reception Mic
2 : Reception Cam
3 : Reception DVD
4 : Mic #1 Control Rm
5 : Mic #2 Control Rm
6 : Mic #3 Control Rm
7 : VCR #1 Control Rm
8 : VCR #2 Control Rm
9 : VCR #3 Control Rm
10 : DVD #1 Control Rm
11 : DVD #2 Control Rm
Select

Note: If an input is already routed to the selected output, it is highlighted on the Change Input screen.

5. Locate Input **10: DVD #1 Control Rm** by scrolling through the list using the arrow keys.


CHANGE INPUT:__ Output:15 VM:0
Back
1 : Reception Mic
2 : Reception Cam
3 : Reception DVD
4 : Mic #1 Control Rm
5 : Mic #2 Control Rm
6 : Mic #3 Control Rm
7 : VCR #1 Control Rm
8 : VCR #2 Control Rm
9 : VCR #3 Control Rm
10 : DVD #1 Control Rm
11 : DVD #2 Control Rm
Select

6. Press the Select key.
   Input **10: DVD #1 Control Rm** is highlighted.


CHANGE INPUT:__ Output:15 VM:0
Back
1 : Reception Mic
2 : Reception Cam
3 : Reception DVD
4 : Mic #1 Control Rm
5 : Mic #2 Control Rm
6 : Mic #3 Control Rm
7 : VCR #1 Control Rm
8 : VCR #2 Control Rm
9 : VCR #3 Control Rm
10 : DVD #1 Control Rm
11 : DVD #2 Control Rm
Select

7. Press the Take key to execute the operation.
   The switch to Output **15: Main Monitor Rm B** from Input **10: DVD #1 Control Rm** occurs as soon as the Take key is pressed.
   The system returns to the Change Output screen.
8. Make additional switches.
   Or press the Function key to return to the Main Menu screen.

Changing the Virtual Matrix

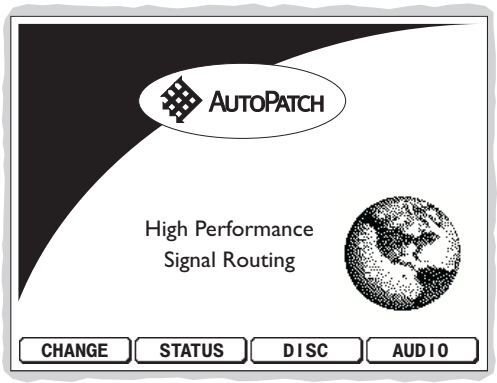
Virtual matrices are defined in X^{N}Connect and stored in the system's configuration file (see the X^{N}Connect Help file). Systems usually have a virtual matrix that contains all signals, so that any input can be routed to any or all outputs. The same system may have other VMs that switch only audio signals or only video signals.

Occasionally you may need to execute switches (or other operations) on a virtual matrix other than the current virtual matrix. Changing the virtual matrix does not change the default virtual matrix. The system will revert to switching on the default virtual matrix when the power is cycled.

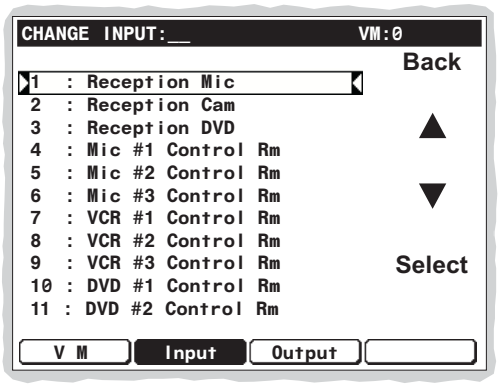
The example below gives the steps for changing from routing signals on the "Audio follow Video," virtual matrix, to routing on the "Audio, Stereo" virtual matrix that switches only audio signals. Although this example accesses the VM (Virtual Matrix) option from the Change menu, this option can be selected from most of the command menus found along the bottom of the screen.

To change the virtual matrix:

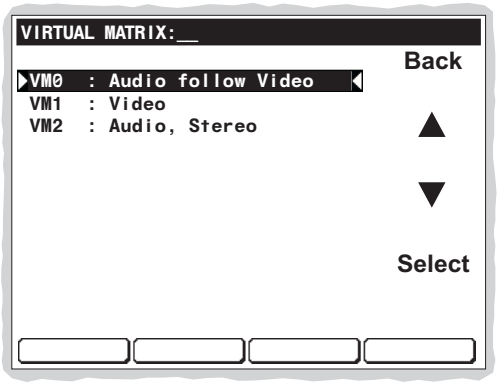
1. At the Main Menu screen, choose the Change command.
   If the Change command is not available, press the Function key to view additional Main Menu options.



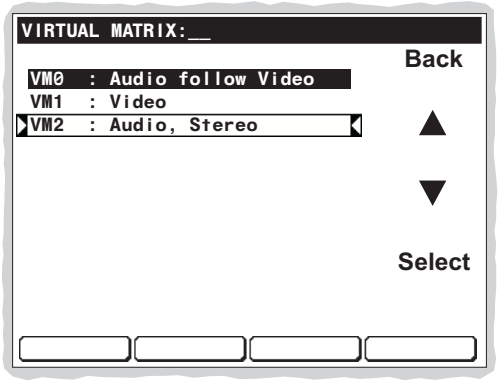
The Change Input screen appears.



2. Choose the VM command from the bottom of the screen.
   The Virtual Matrix screen appears with the current VM highlighted.



3. Locate **VM2: Audio, Stereo** by scrolling through the list using the arrow keys.



4. Press the Select key to enter the selection and return to the previous screen.
   The system will execute all operations on **VM2: Audio, Stereo** until another VM is selected or the power is cycled.

3 Disconnecting Switches

Disconnecting a switch deactivates the connection between an input (source) signal and one or more output (destination) devices. Disconnecting an input disconnects *all* outputs receiving that source signal. You can disconnect a switch by selecting either inputs or outputs from the CP-20A Control Panel.

You can return to the Main Menu screen at any time by pressing the Function key.

If you need to change the virtual matrix, see "Changing the Virtual Matrix" on page 2-7.

Note: You can select multiple inputs or outputs by scrolling through the list and pressing the Select key. The Select key functions as a toggle switch, selecting and unselecting inputs or outputs in the list each time it is pressed. The Take key *must* be pressed for the disconnect operation to execute.

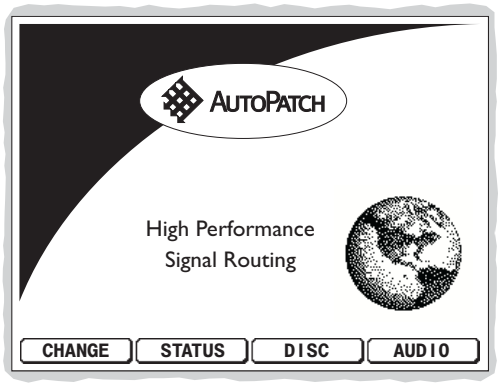
Disconnecting an Input

The example below disconnects Input **27: Audience Mic Mtg Rm A**, on Virtual Matrix 0 from all outputs it is routed to.

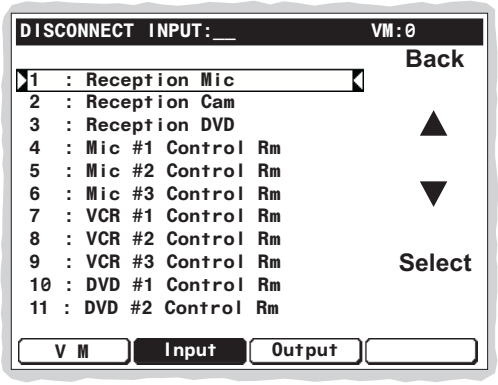
To disconnect an input:

Caution: Disconnecting an input disconnects *all* outputs receiving that source signal even if a specific output(s) is selected at the same time.

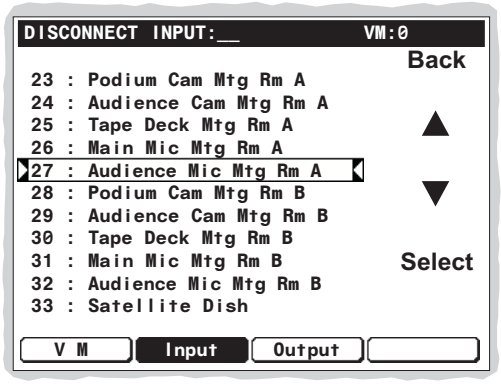
1. At the Main Menu screen, choose the Disc (Disconnect) command. If the Disc command is not available, press the Function key to view additional Main Menu options.



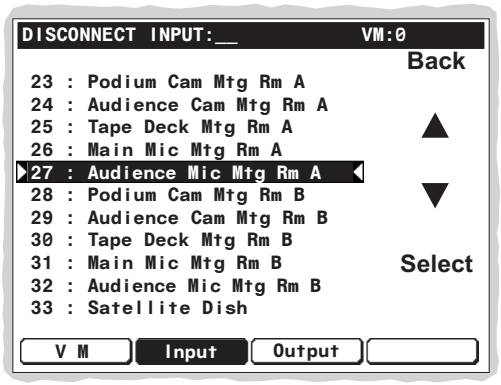
The Disconnect Input screen appears, displaying the available input options.



2. Locate Input **27: Audience Mic Mtg Rm A** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


DISCONNECT INPUT:__ VM:0
Back
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Select
V M
Input
Output

3. Press the Select key.
   Input **27: Audience Mic Mtg Rm A** is highlighted.
   (Additional disconnects can be selected at this time.)


DISCONNECT INPUT:__ VM:0
Back
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Select
V M
Input
Output

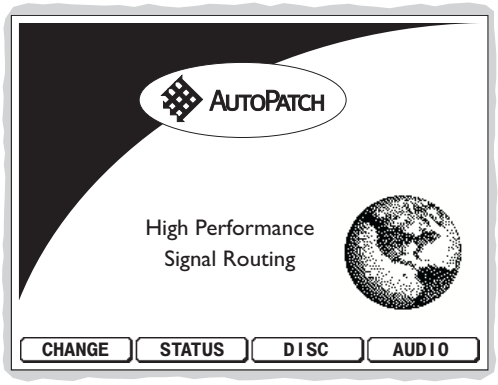
4. Press the Take key.
   Input **27: Audience Mic Mtg Rm A** and all outputs connected to it are disconnected as soon as the Take key is pressed.
   The system returns to the Disconnect Input screen.
5. Press the Function key to return the Main Menu screen.

Disconnecting an Output

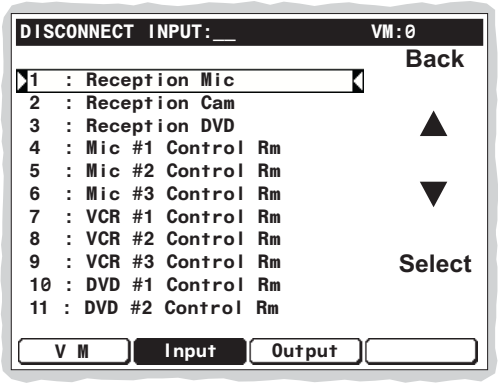
The example below disconnects Output **22: Aux Monitor Exec Rm** on Virtual Matrix 0 from its input.

To disconnect an output:

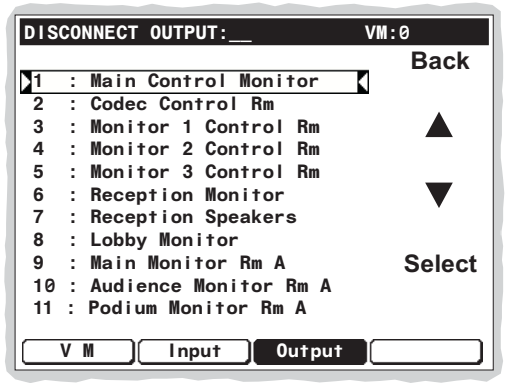
1. At the Main Menu screen, choose the Disc (Disconnect) command.
   If the Disc command is not available, press the Function key to view additional Main Menu options.



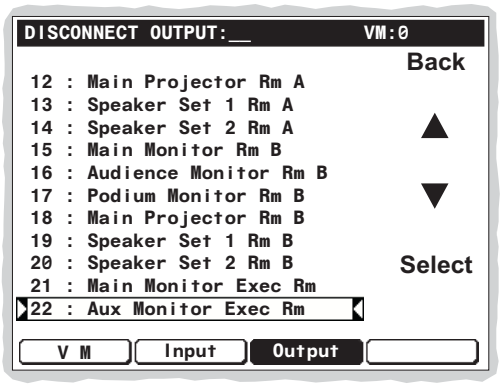
   The Disconnect Input screen appears.



2. Choose the Output command from the bottom of the screen.
   The Disconnect Output screen appears, displaying the available outputs.



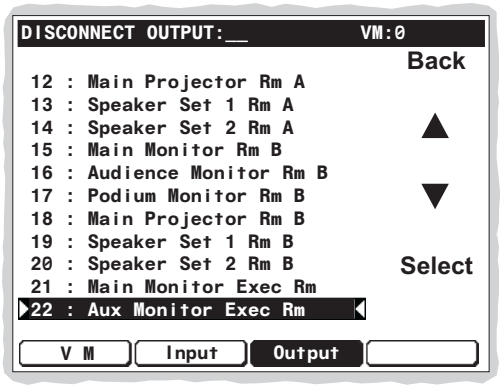
3. Locate Output **22: Aux Monitor Exec Rm** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


DISCONNECT OUTPUT:__ VM:0
Back
12 : Main Projector Rm A
13 : Speaker Set 1 Rm A
14 : Speaker Set 2 Rm A
15 : Main Monitor Rm B
16 : Audience Monitor Rm B
17 : Podium Monitor Rm B
18 : Main Projector Rm B
19 : Speaker Set 1 Rm B
20 : Speaker Set 2 Rm B
21 : Main Monitor Exec Rm
22 : Aux Monitor Exec Rm
Select
V M
Input
Output

4. Press the Select key.

   Output **22: Aux Monitor Exec Rm** is highlighted.

   (Additional disconnects can be selected at this time.)


DISCONNECT OUTPUT:__ VM:0
Back
12 : Main Projector Rm A
13 : Speaker Set 1 Rm A
14 : Speaker Set 2 Rm A
15 : Main Monitor Rm B
16 : Audience Monitor Rm B
17 : Podium Monitor Rm B
18 : Main Projector Rm B
19 : Speaker Set 1 Rm B
20 : Speaker Set 2 Rm B
21 : Main Monitor Exec Rm
22 : Aux Monitor Exec Rm
Select
V M
Input
Output

5. Press the Take key.

   Output **22: Aux Monitor Exec Rm** is disconnected from its input as soon as the Take key is pressed.

   The system returns to the Disconnect Output screen.

6. Press the Function key to return the Main Menu screen.

Verifying Signal Status

Signal status can be verified to confirm that a switch has executed properly or to confirm correct routing to multiple outputs. Input status and output status both function on the CP-20A Control Panel. An output can only be connected to one input; therefore, verifying the status of an output will display only the one input it is currently connected to.

You can return to the Main Menu screen at any time by pressing the Function key.

If you need to change the virtual matrix, see "Changing the Virtual Matrix" on page 2-7.

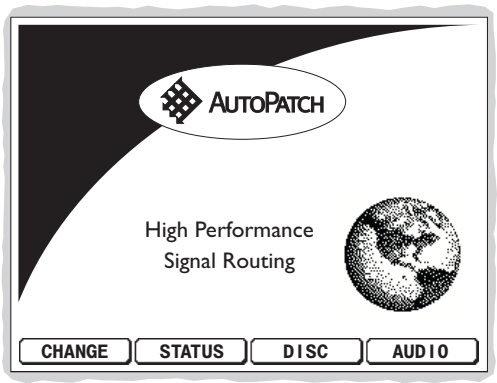
Verifying Input Status

The example below verifies the signal status for Input **31: Main Mic Mtg Rm B** on Virtual Matrix 0.

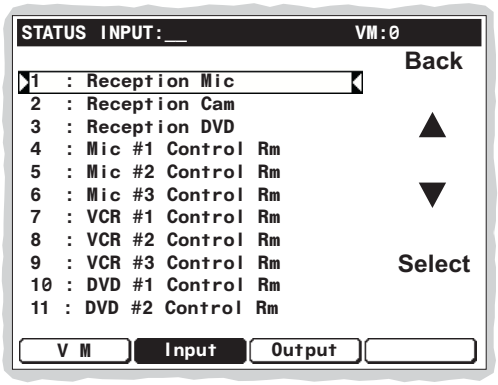
Note: If you choose to check the status of an input, *all* the outputs that are connected to it will be listed.

To verify the signal status of an input:

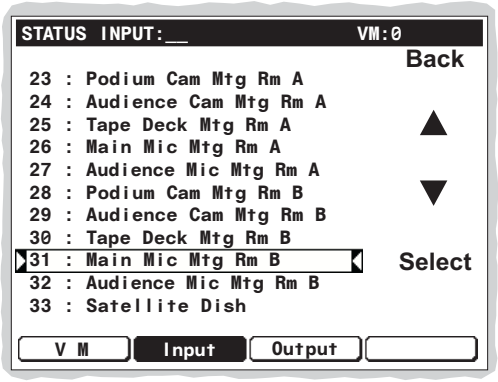
1. At the Main Menu screen, choose the Status command.
   If the Status command is not available, press the Function key to view additional Main Menu options.



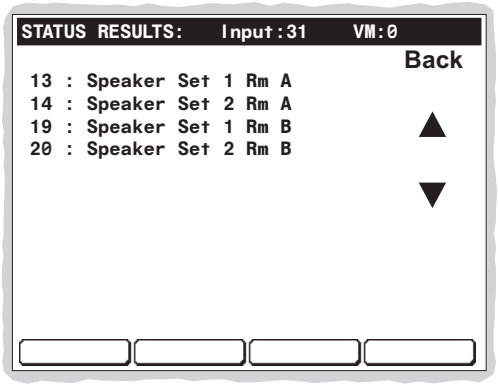
The Status Input screen appears, displaying the available inputs.


STATUS INPUT:__ VM:0
Back
1 : Reception Mic
2 : Reception Cam
3 : Reception DVD
4 : Mic #1 Control Rm
5 : Mic #2 Control Rm
6 : Mic #3 Control Rm
7 : VCR #1 Control Rm
8 : VCR #2 Control Rm
9 : VCR #3 Control Rm
10 : DVD #1 Control Rm
11 : DVD #2 Control Rm
Select
V M
Input
Output

2. Locate Input **31: Main Mic Mtg Rm B** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


STATUS INPUT:__ VM:0
Back
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Select
V M
Input
Output

3. Press the Select key to enter the selection.
   The Status Results screen appears listing the outputs,
   13: Speaker Set 1 Rm A, **14: Speaker Set 2 Rm A**,
   19: Speaker Set 1 Rm B, and **20: Speaker Set 2 Rm B**, that are connected to the input being verified.



Note: If the screen is full, more outputs than the ones displayed may be active. Use the arrow keys to scroll to check for additional active outputs.

4. Press the Back key to return to the Status Input screen to verify the status of additional signals.
   Or press the Function key to return to the Main Menu screen.

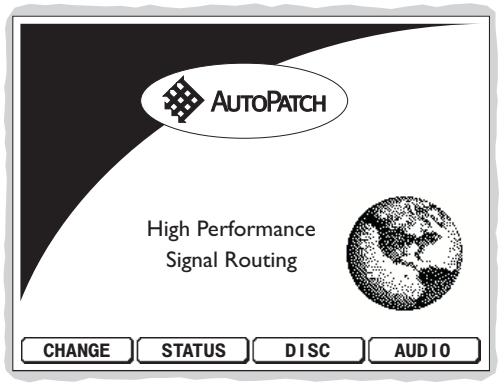
Verifying Output Status

The example below verifies the signal status for Output **20: Speaker Set 2 Rm B** on Virtual Matrix 0.

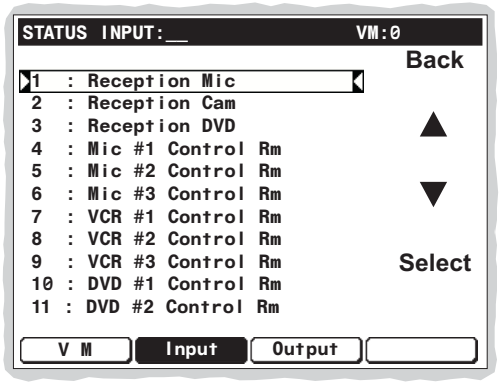
Note: Checking the status of an output will *not* show other outputs connected to same input.

To verify the signal status of an output:

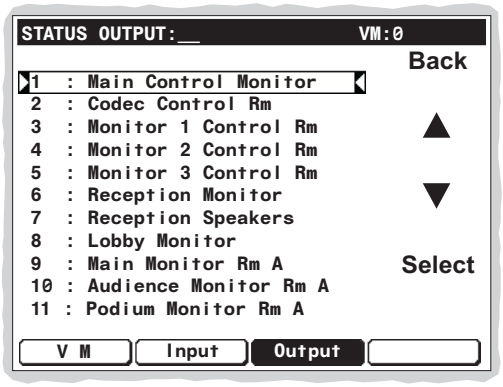
1. At the Main Menu screen, choose the Status command.
   If the Status command is not available, press the Function key to view additional Main Menu options.



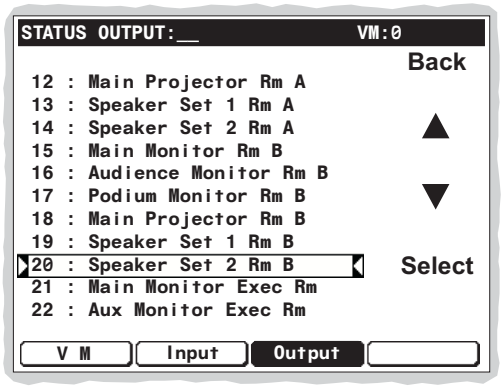
   The Status Input screen appears.



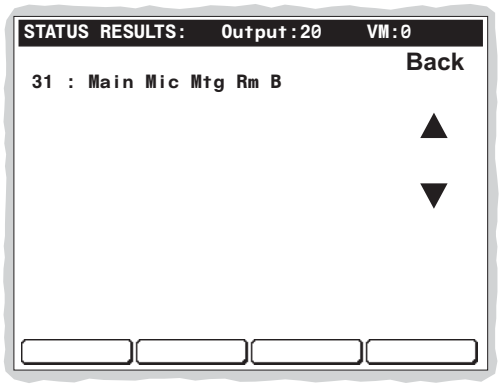
2. Choose the Output command from the bottom of the screen.
   The Status Output screen appears, displaying the available output options.



3. Locate Output **20: Speaker Set 2 Rm B** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


STATUS OUTPUT:__ VM:0
Back
12 : Main Projector Rm A
13 : Speaker Set 1 Rm A
14 : Speaker Set 2 Rm A
15 : Main Monitor Rm B
16 : Audience Monitor Rm B
17 : Podium Monitor Rm B
18 : Main Projector Rm B
19 : Speaker Set 1 Rm B
20 : Speaker Set 2 Rm B
21 : Main Monitor Exec Rm
22 : Aux Monitor Exec Rm
Select
V M
Input
Output

4. Press the Select key to enter the selection.
   The Status Results screen appears, displaying the Input,
   31: Main Mic Mtg Rm B, routed to the output being verified.



5. Press the Back key to return to the Status Output screen to verify the status of additional signals.
   Or press the Function key to return to the Main Menu screen.

Executing Presets

Global and local presets are predefined sets of switches that can be easily executed.

Local Presets

At the time of this publication, local presets cannot be executed using the CP-20A Control Panel. Local presets are defined in X^{N}Connect (see the X^{N}Connect Help file) and can be executed using BCS commands. More information on local presets and other operations executed with BCS commands can be found in the *BCS Serial Control Protocol* section of this binder.

Global Presets

Global presets allow you to replicate an entire system state. The system state includes all current signal routings (regardless of the number of virtual matrices involved) and any digital gain and/or volume settings. A global preset number is assigned to a system state during runtime using the CP-20A Control Panel (or BCS commands) and stored by the system. That system state can then be restored at any time by selecting the assigned global preset number.

The CP-20A stores up to 64 global presets and displays 64 numbers. Since the panel can be used to operate different types of matrix switchers, check the product documentation for any limitations to the number of supported global presets.

Note: We strongly recommend keeping track of the number used and the system's routing state for each global preset. If another system state is assigned a previously used number, the former state will be automatically overwritten.

Global presets cannot be defined (created) in X^{N}Connect.

Caution: If the system is reconfigured, global presets may be lost, depending on the method used to load the new configuration file (see the X^{N}Connect Help file).

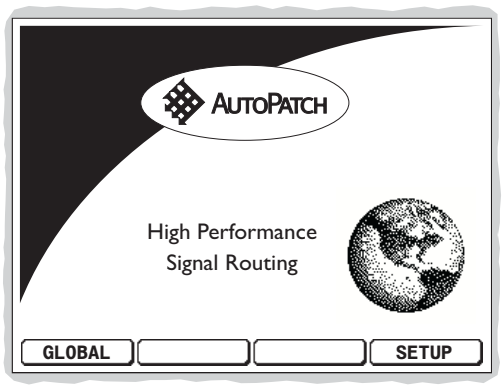
The example on page 5-2 defines the current system state as **3: Global Preset 3**.

The example on page 5-4 executes **3: Global Preset 3**, which restores the system to the state it was in when the global preset was defined.

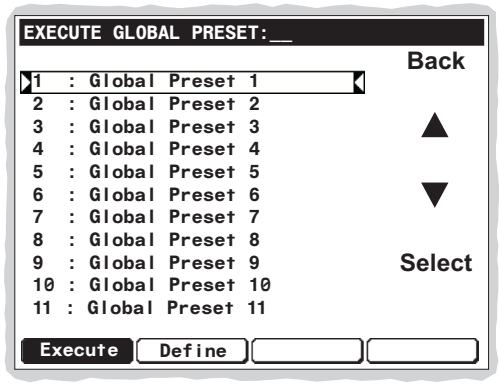
Defining Global Presets

To define a global preset:

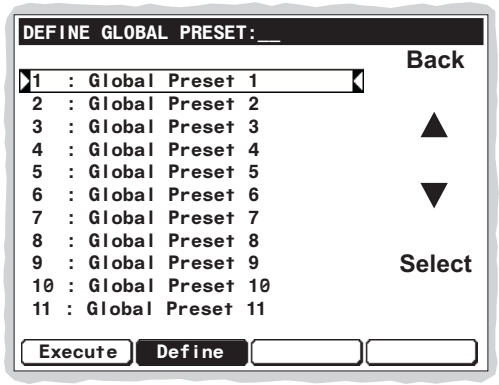
1. Route the system to the desired state.
2. At the Main Menu screen, choose the Global command.
   If the Global command is not available, press the Function key to view additional Main Menu options.



   The Execute Global Preset screen appears.

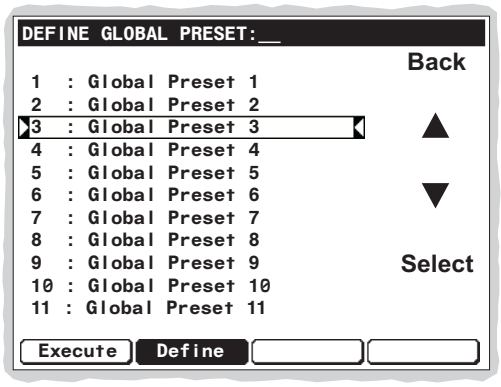


3. Choose the Define command from the bottom of the screen.
   The Define Global Preset screen appears.
   A complete list of numbers is displayed, regardless of whether or not a system state has been assigned to each number.



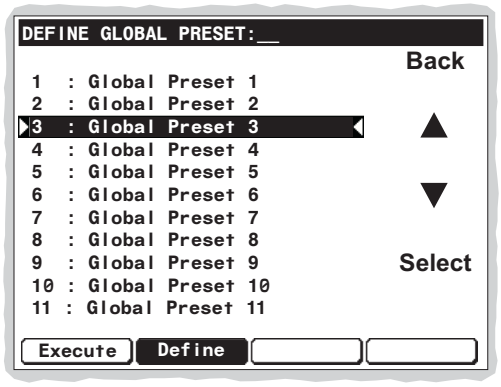
Note: If another system state is assigned a previously used number, the former state will be automatically overwritten.

4. Locate **3: Global Preset 3** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)



5. Press the Select key.

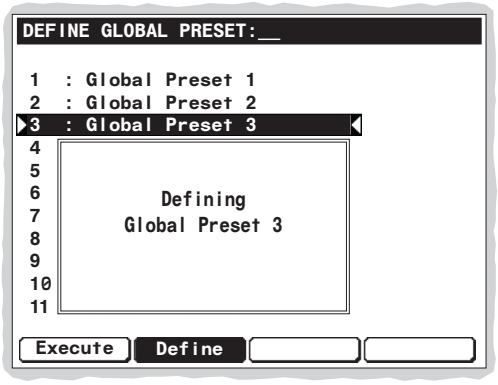
   3: Global Preset 3 is highlighted.



6. Press the Take key.

   The current system state can now be recalled at any time by executing **3: Global Preset 3**.

   The system returns to the Define Global Preset screen.

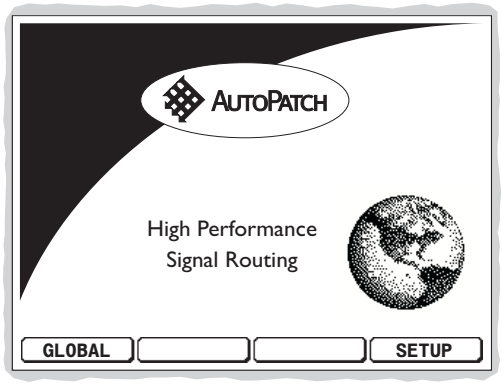


7. Press the Function key to return to the Main Menu screen.

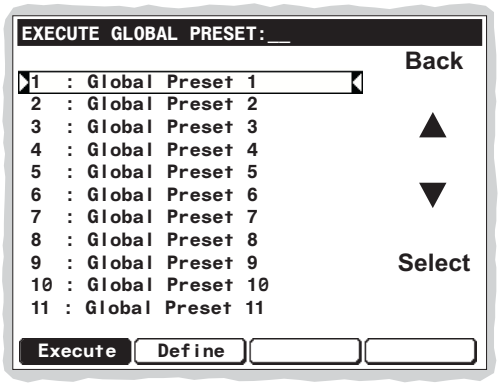
Executing Global Presets

To execute a global preset:

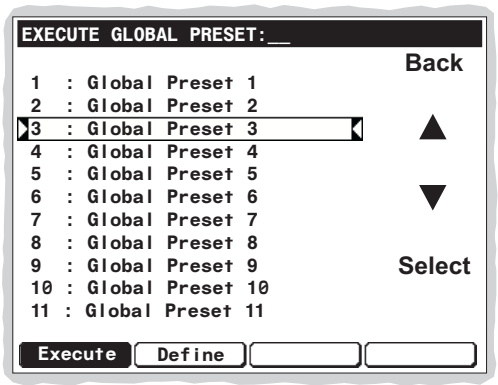
1. At the Main Menu screen, choose the Global command.
   If the Global command is not available, press the Function key to view additional Main Menu options.



   The Execute Global Preset screen appears displaying a list of global preset numbers. (The list includes all preset numbers regardless of whether or not a system state is assigned to the number.)

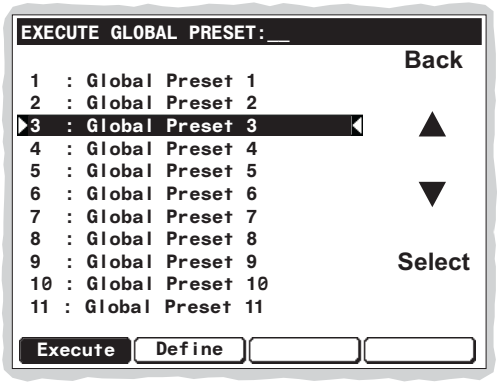


2. Locate **3: Global Preset 3** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)



3. Press the Select key.

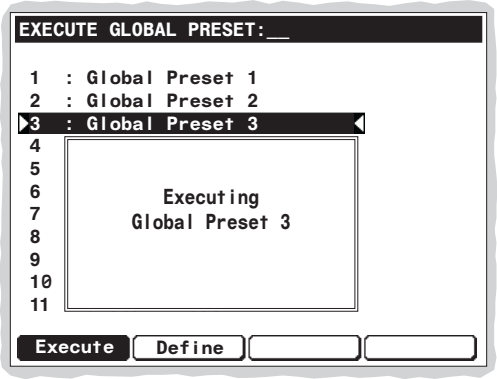
   3: Global Preset 3 is highlighted.



4. Press the Take key.

   3: Global Preset 3 is executed when the Take key is pressed.*

   The system returns to the Execute Global Preset screen.



5. Press the Function key to return to the Main Menu screen.

* The Executing Global Preset message appears even if the selected preset number does *not* include any routing information, i.e., the preset does not correspond to a predefined system state.

Note: Status is not invalidated by global presets.

Adjusting Audio

Some audio boards in AutoPatch Distribution Matrices offer optional volume control and digital input gain adjustment features. If your system contains these boards, output volume or digital input gain can be adjusted using either the CP-20A control panel or BCS commands sent through a serial controller. For more information on audio adjustment using BCS commands, see the *BCS Serial Control Protocol* section of this binder.

When volume or digital input gain is adjusted for a device on one virtual matrix, the adjustment remains in effect for that device on *all* virtual matrices switching audio signals.

You can return to the Main Menu screen at any time by pressing the Function key.

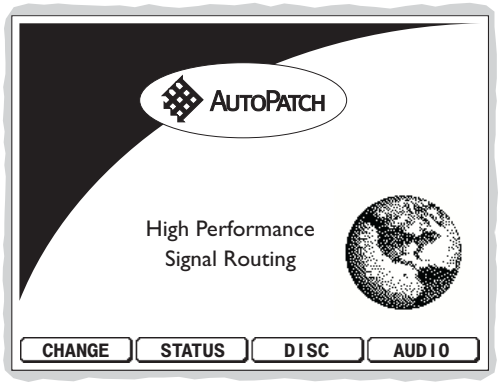
Adjusting Volume

If your system has volume control, adjustments (within the volume range for the specific audio output board) can be made at any time during normal operation. When audio is adjusted for a device on one virtual matrix, the adjustment remains in effect for that device on *all* virtual matrices switching audio signals.

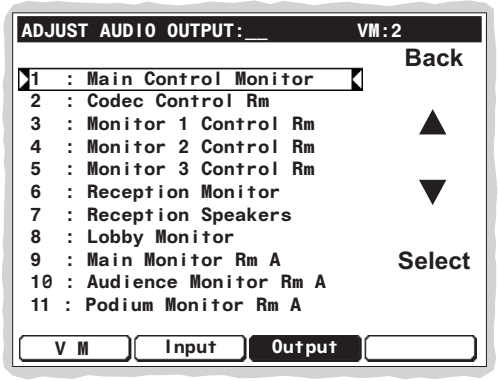
The example below adjusts the volume for Output (destination) **13: Speaker Set 1 Rm A** on Virtual Matrix 2.

To adjust the volume:

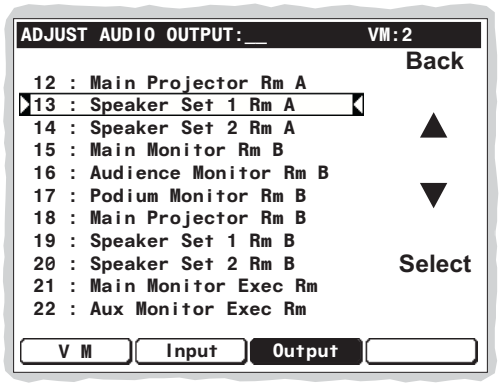
1. At the Main Menu screen, choose the Audio command.
   If the Audio command is not available, press the Function key to view additional Main Menu options.



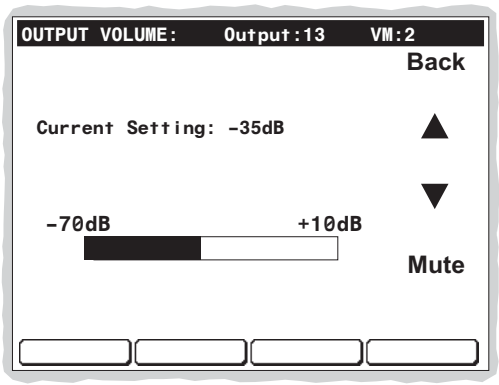
   The Adjust Audio Output screen appears, displaying the available output options.


ADJUST AUDIO OUTPUT:__ VM:2
Back
1 : Main Control Monitor
2 : Codec Control Rm
3 : Monitor 1 Control Rm
4 : Monitor 2 Control Rm
5 : Monitor 3 Control Rm
6 : Reception Monitor
7 : Reception Speakers
8 : Lobby Monitor
9 : Main Monitor Rm A
10 : Audience Monitor Rm A
11 : Podium Monitor Rm A
Select
V M
Input
Output

2. Locate Output **13: Speaker Set 1 Rm A** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


ADJUST AUDIO OUTPUT:__ VM:2
Back
12 : Main Projector Rm A
13 : Speaker Set 1 Rm A
14 : Speaker Set 2 Rm A
15 : Main Monitor Rm B
16 : Audience Monitor Rm B
17 : Podium Monitor Rm B
18 : Main Projector Rm B
19 : Speaker Set 1 Rm B
20 : Speaker Set 2 Rm B
21 : Main Monitor Exec Rm
22 : Aux Monitor Exec Rm
Select
V M
Input
Output

3. Press the Select key to enter the selection.
   The Output Volume screen appears displaying the current volume setting and the volume range available for the specific audio board.



4. Adjust the volume using the arrow keys. The volume audibly changes as you adjust it.

Note: To mute or unmute the volume, press the Mute or Unmute key on the right side of the screen.

5. When finished, select the Back key to return to the previous screen.
   Or press the Function key to return to the Main Menu screen.

Adjusting Digital Input Gain

If your system has digital input gain control, adjustments (within the gain range for the specific audio input board) can be made at any time during normal operation. When audio is adjusted for a device on one virtual matrix, the adjustment remains in effect for that device on *all* virtual matrices switching audio signals.

Caution: We strongly recommend that digital input gain adjustments be made *only* by a qualified dealer.

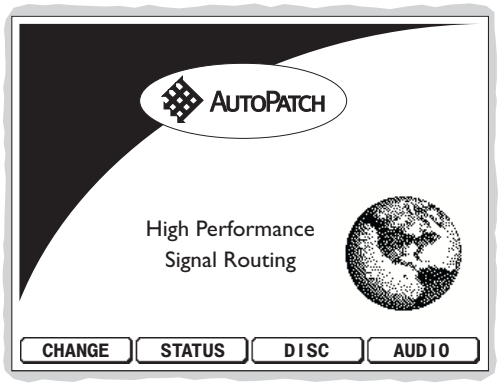
The purpose of controlling input gain (the nominal level of the signal from the source device) is to allow source signals of various amplitudes to be equalized before they are routed and the volume is adjusted. Equalizing source levels provides a consistent reference for volume adjustments and eliminates jumps when routing a new source to a destination.

Typical uses for input gain include switching consumer and professional grade audio equipment (whose levels can vary noticeably) in the same matrix switcher. Input gain adjustment is also used for equalizing amplitudes between balanced and unbalanced source inputs.

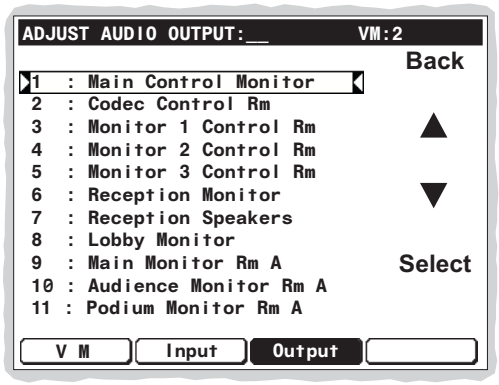
The example below adjusts the input gain for Input (source) **26: Main Mic Mtg Rm A** on Virtual Matrix 2.

To adjust input gain to equalize input levels:

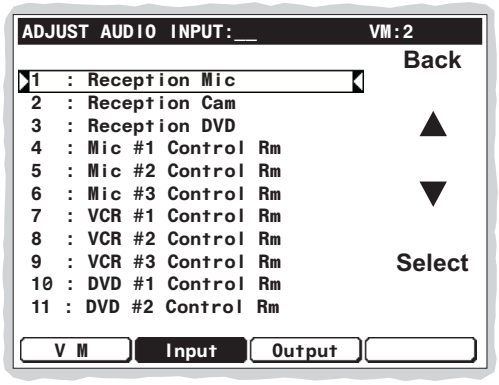
1. At the Main Menu screen, choose the Audio command.
   If the Audio command is not available, press the Function key to view additional Main Menu options.



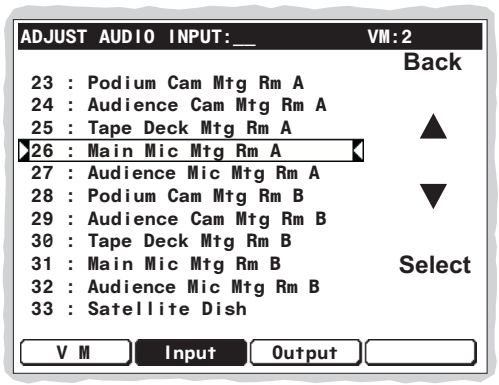
The Adjust Audio Output screen appears.


ADJUST AUDIO OUTPUT:__ VM:2
Back
1 : Main Control Monitor
2 : Codec Control Rm
3 : Monitor 1 Control Rm
4 : Monitor 2 Control Rm
5 : Monitor 3 Control Rm
6 : Reception Monitor
7 : Reception Speakers
8 : Lobby Monitor
9 : Main Monitor Rm A
10 : Audience Monitor Rm A
11 : Podium Monitor Rm A
Select
V M
Input
Output

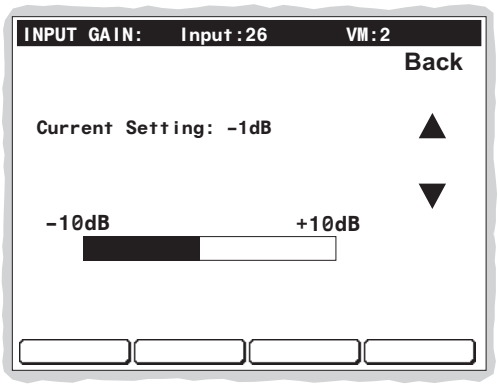
2. Choose the Input command from the bottom of the screen.
   The Adjust Audio Input screen appears, displaying the available input options.


ADJUST AUDIO INPUT:__ VM:2
Back
1 : Reception Mic
2 : Reception Cam
3 : Reception DVD
4 : Mic #1 Control Rm
5 : Mic #2 Control Rm
6 : Mic #3 Control Rm
7 : VCR #1 Control Rm
8 : VCR #2 Control Rm
9 : VCR #3 Control Rm
10 : DVD #1 Control Rm
11 : DVD #2 Control Rm
Select
V M
Input
Output

3. Locate Input **26: Main Mic Mtg Rm A** by scrolling through the list using the arrow keys. (Press and hold an arrow key to scroll quickly.)


ADJUST AUDIO INPUT:__ VM:2
Back
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Select
V M
Input
Output

4. Press the Select key to enter the selection.
   The Input Gain screen appears displaying the current input gain setting and the input gain range available for the specific audio board.



5. Adjust the input gain using the arrow keys.
6. When the adjustment is complete, select the Back key to return to the previous screen.
7. Repeat Steps 3 through 5 for all inputs that will be routed to the same output.
8. When finished, press the Function key to return to the Main Menu screen.

Adjusting LCD Contrast

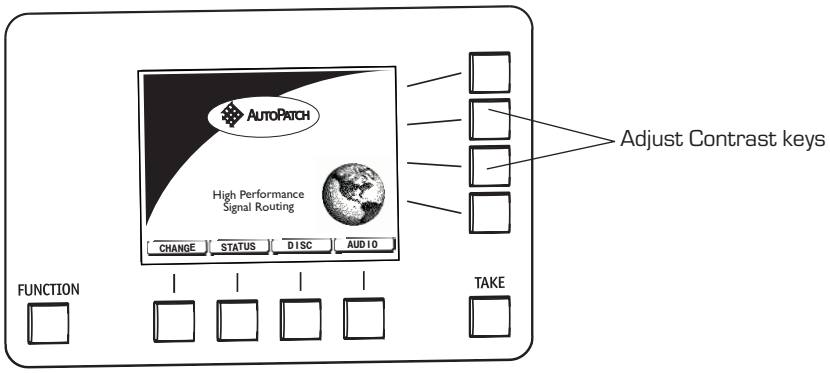
The LCD's contrast can be adjusted from either the Main Menu screen (see below) or the Setup screen (see page 7-2).

Note: We recommend installing the control panel at or above eye level for optimum viewing.

Adjusting Contrast – Main Menu

To adjust the LCD contrast from the Main Menu screen:

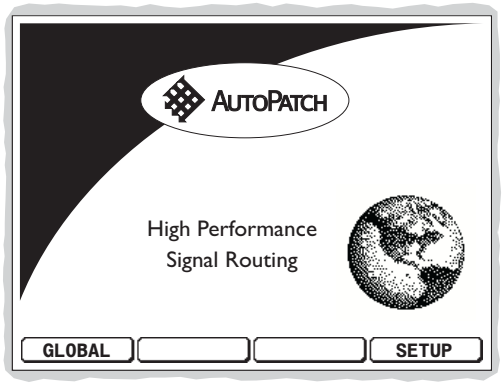
1. If the Main Menu screen is not visible, press the Function key.
2. Press the second key from the top on the right side of the screen to lighten the LCD.
   Or press the third key from the top on the right side of the screen to darken the LCD.



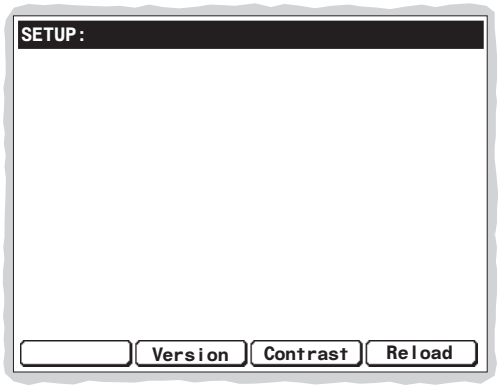
Adjusting Contrast – Setup

To adjust the LCD contrast from the Setup screen:

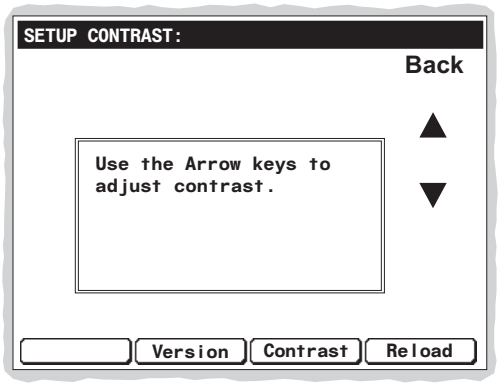
1. At the Main Menu screen, choose the Setup command.
   If the Setup command is not available, press the Function key.



   The Setup screen appears.



2. Choose the Contrast command.
   The Setup Contrast screen appears.



3. Press the Arrow keys to adjust the contrast.
4. Press the Function key when finished to return to the Main Menu screen.

Reloading Configuration File

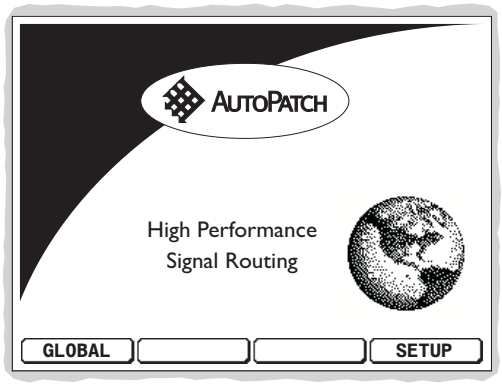
A configuration file (.xcl file) is a text file containing a system's routing and control information that has been previously downloaded to the CPU in your matrix switcher before shipment. Each enclosure's CPU references this information during any type of switching operation. Unless the configuration file has been modified, you will not need to reload it. Two of the most common configuration file modifications are creating custom names (labels) and defining local presets. For more information on configuration files and how to modify them, see Chapter 8 of the *Installation & Setup* section of this binder.

If the configuration file has been changed, it *must* be downloaded to your enclosure's CPU (see Chapter 8 of the *Installation & Setup* section of this binder) and then uploaded to the control panel.

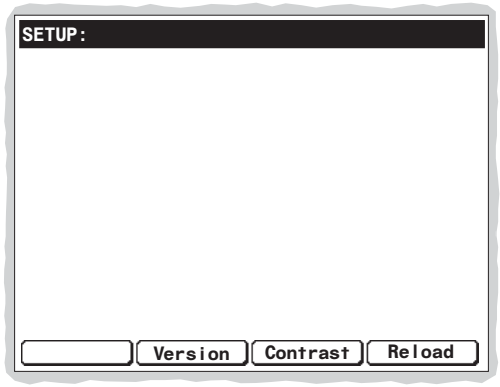
To upload the new configuration file from the enclosure's CPU to the CP-20A control panel, follow the instructions on page 8-2.

To upload a configuration file to the control panel:

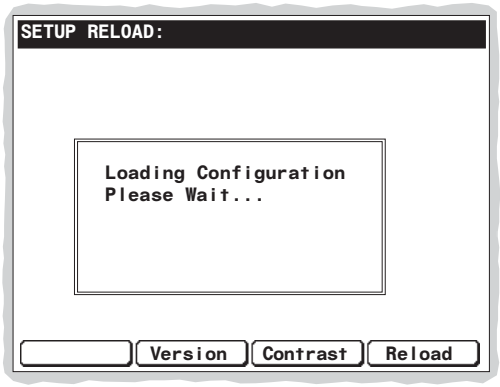
1. At the Main Menu screen, choose the Setup command.
   If the Setup command is not available, press the Function key to view additional Main Menu options.



   The Setup screen appears.



2. Choose the Reload command.
   The system discovers the VMs and reloads the configuration file.



   When the reload is finished, the system returns to the Main Menu screen.

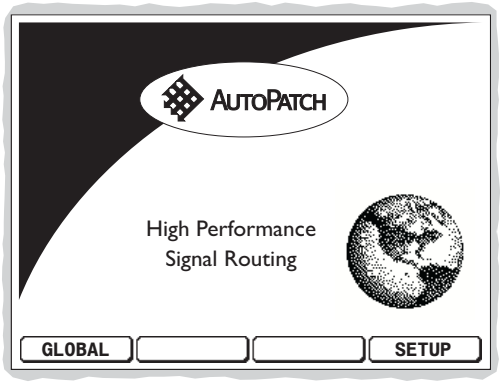
Checking Software Version

Use the following steps to check the software version of the CP-20A Control Panel.

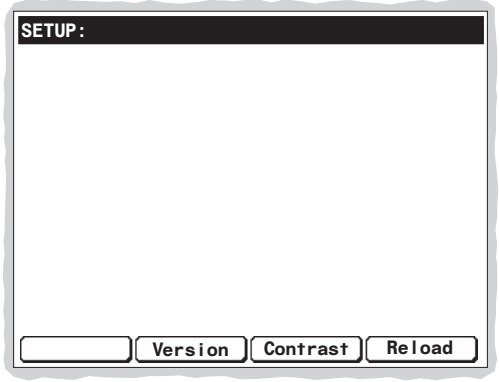
Checking Software – Setup

To check the software version:

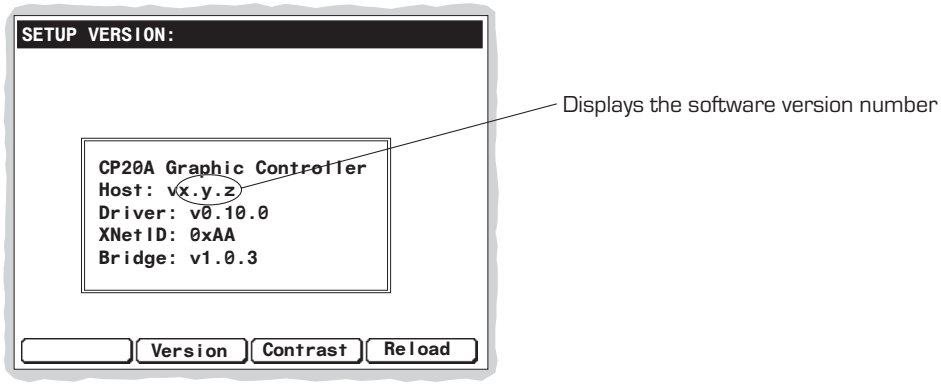
1. At the Main Menu screen, choose the Setup command.
   If the Setup command is not available, press the Function key to view additional Main Menu options.



   The Setup screen appears.



2. Choose the Version command.
   The Setup Version screen appears; see the explanation below.



3. Press the Function key to return to the Main Menu screen.

Setup Version Screen

The Setup Version screen provides the following information:

- Host – software version of the initial operating system (IOS) for the control panel
- Driver – control panel's firmware version
- XNet ID – control panel's X^NNet device number
- Bridge – version of the communication link from the control panel to the enclosure's CPU

Installing a CP-20A Remote

This chapter covers rack installation for the CP-20A Remote Panel (Sales Order #900-258), as well as instructions for linking multiple panels. When the installation is complete, a test switch should be executed (see Chapter 2).

General Specifications

General specifications* that may be useful before installation include:

Parameter	Value
Cable for X^NNet Communications	X^NNet Link Cable **or** two-conductor, 20 AWG, 7/28 strand cable with a drain wire or shield (such as Alpha 2412C) Distance: 1000 ft. (304.8 m) total, including linked panels
Power	9 volt @ ≥ 500 mA
Humidity	0 to 90% non-condensing
Dimensions	0.93 in. (2.36 cm) depth 19.0 in. (48.26 cm) width with mounting ears 5.2 in. (13.21 cm) height, 3 RU
Weight	Approximately 2 lb. (0.91 kg) per panel

* Features and specifications described in this publication are subject to change without notice. Full specifications for all AutoPatch products are located on the AutoPatch website (www.autopatch.com).

Rear View

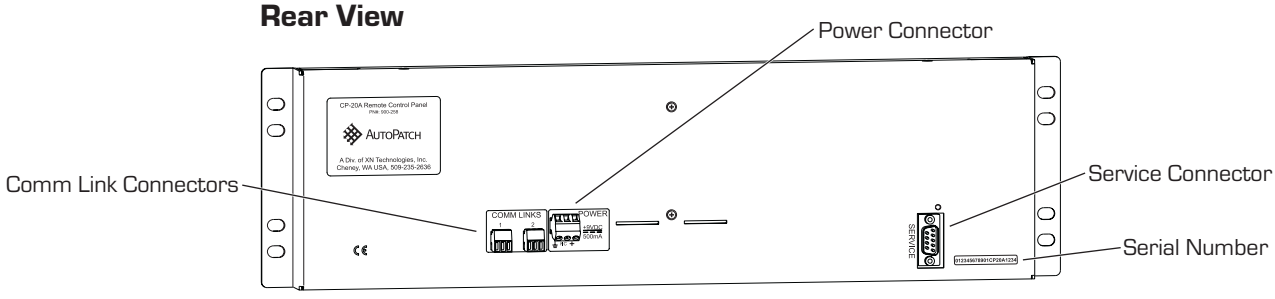


Figure 3: Rear view of CP-20A Remote Panel

Caution: The Service connector is not to be used as a point of control. It should only be used for service as directed by AutoAssist (technical support).

Connecting to an AutoPatch Router

Communication Cable Specifications

A communication cable is required to connect a CP-20A Remote Panel to an AutoPatch Matrix Switcher and to link CP-20A Remote Panels. The maximum length for the cable is 1,000 ft. (304.8 m) total, including linked panels. Use either of the following cables:

- X^NNet Link Cable (recommended)
- A two-conductor, 20 AWG, 7/28 strand cable with a drain wire or shield, such as Alpha 2412C

To connect the CP-20A Remote to an AutoPatch Router:

1. On the CP-20A Remote, unplug one of the Comm Link connectors.
2. Loosen the two outer screws on the connector.
3. Insert the two wires of the X^NNet cable into the two outer slots of the connector, leaving the center slot empty (see Figure 4).
   Note that either wire can be inserted into either of the outer slots.

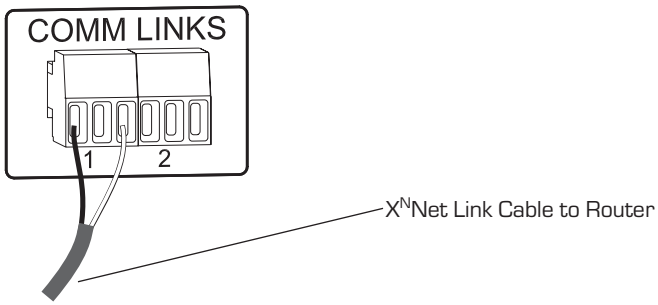


Figure 4: Insert the wires into a Comm Link

4. Tighten both screws and plug the connector back into the Comm Link.
5. On the router's CPU, unplug the X^NNet connector (for X^NNet connector location, see the router documentation).
6. Loosen the two outer screws on the connector.
7. Insert the two wires from the CP-20A Remote into the two outer slots of the connector from the CPU, leaving the center slot empty (see Figure 5).
   Note that either wire can be inserted into either of the outer slots.

8. Tighten the screws and plug the connector back into the CPU.

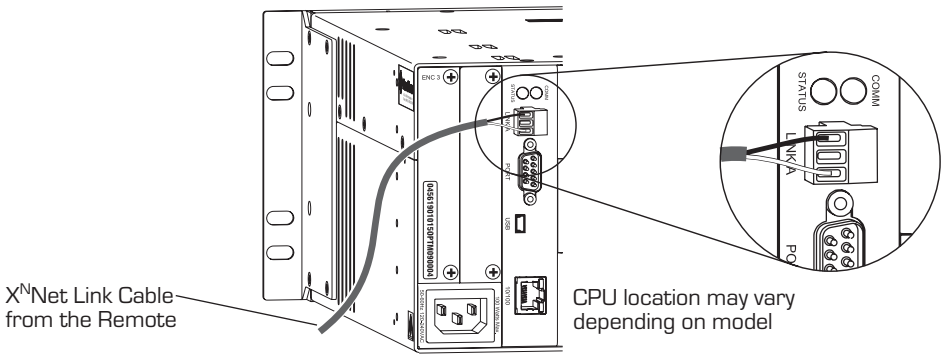


Figure 5: Insert the wires into the XNNet connector on an Optima CPU

Applying Power

Power Requirements

- ❑ 9 volt DC with at least 500 mA

Always use a UL approved power source.

Important: Be sure to check the power source documentation for information specific to that power source.

Power is applied to the CP-20A Remote Panel by connecting to the terminal block connector. If you use the (optional) AutoPatch wall transformer, the side of the wire with the white stripe is positive and the other side is the ground. Acceptable power for the controller is +7 to +9 V DC @ 500 mA.

To wire the power connector on the CP-20A Remote:

1. Unplug the power connector on the CP-20A Remote.
2. Loosen the two outer screws and insert the power cable wires (see Figure 6.)
3. Tighten both screws and plug the connector back into the remote panel.

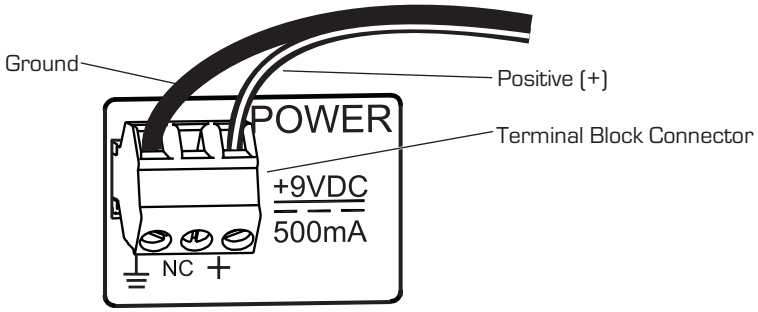


Figure 6: Insert the wires and tighten screws

4. Place the CP-20A Remote in a rack or other permanent installation location before applying power.

Rack Installation

CP-20A Remote Panels are designed to fit in a standard EIA 19 in. (48.26 cm) rack.

Once the CP-20A Remote is wired, follow the rack installation instructions below. If linking multiple panels, see “Linking Multiple Panels” on page 10-5 before installing the panels in a rack.

Note: The optimum viewing angle for the screen is eye level.

To install the CP-20A Remote in a rack:

1. Insert the wired panel through the rear of the rack.
2. Attach the panel with front-mounting screws to hold it firmly in place (see Figure 7).

Tip: For a multi-panel system, you may find it easier to install the top panel first and move down from there.

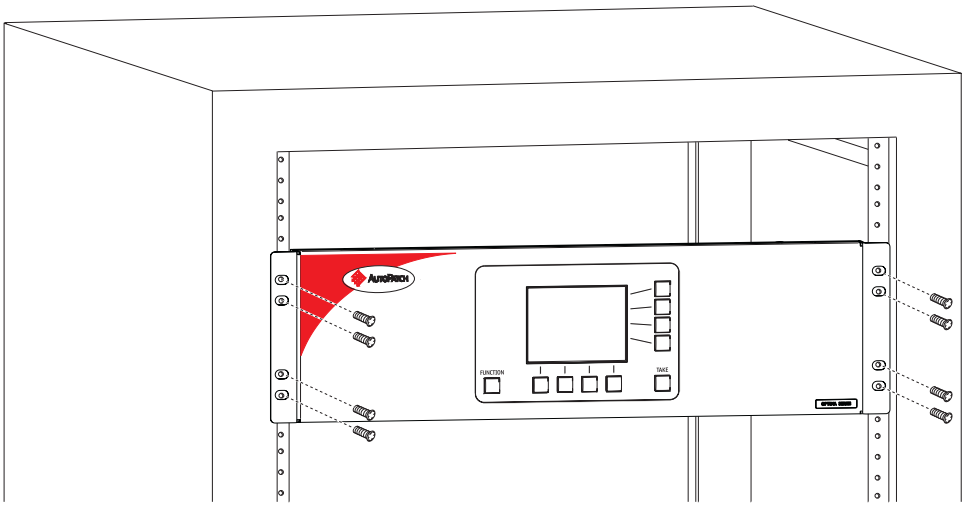


Figure 7: Place in rack and fasten with mounting screws

3. Apply power to the panel(s).
4. Wait briefly for the system to establish communication with the remote panel.

Execute a test switch to make sure the system is working properly (see *Executing Switches* on page 2-2). If the system is not working properly, check all system connections and retry the test switch before contacting AutoAssist (see *Technical Support*, page 1-4).

Note: If the remote panel was not part of the original system, you will need to load the configuration file to the CP-20A Remote; see page 8-2 for instructions.

Linking Multiple Panels

CP-20A Remote Panels can be linked together in a daisy chain to create multiple control points for a single system. X^NNet link cables can be attached to either Comm Link. (For other types of communication cable, see page 10-2.) The total distance of the cable runs cannot exceed 1,000 ft (304.8 m).

Power Requirements

- ❑ 9 volt DC with at least 500 mA

Always use a UL approved power source.

▶ To link CP-20A Remote Panels to each other:

1. Connect the first panel to the AutoPatch Router using one of the Comm Links (see page 10-2 for instructions).
2. Attach an X^NNet link cable to the other Comm Link on the first panel (follow the same procedure used when connecting to the AutoPatch Router).

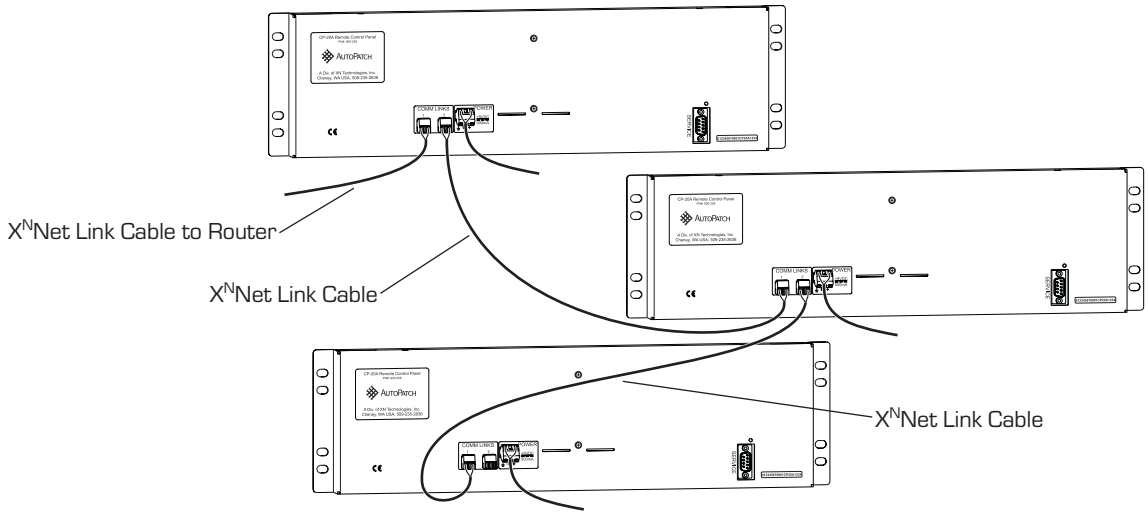


Figure 8: Comm Links connected in a daisy chain

3. Attach the other end of the X^NNet link cable to a Comm Link on the next panel.
4. Repeat Steps 2 and 3 for any additional panels to be linked.
5. Wire the power connectors on *each* of the CP-20A Remote Panels.
6. Place the panels in a rack(s) or in other permanent installation locations.
7. Apply power from each of the power sources.

Note: If the panel is experiencing difficulties, insert a 120 ohm resistor in the outer contacts of the unused Comm Link on the last remote of a large daisy chain and tighten the screws. If problems persist, contact AutoAssist (see *Technical Support*, page 1-4.)

System Error Codes

This appendix provides an overview of common error codes that can appear on a CP-20A Control Panel. The table below lists the error code, the name of the code, the meaning of the code, and some basic troubleshooting strategies (additional troubleshooting strategies are included on page A-2). The codes in the table are not intended to be comprehensive. If an error code appears that is not listed, note the specific number and contact AutoAssist (see *Technical Support*, page A-2).

The first letter of the error code indicates the following:

- ❑ E = Error
- ❑ W = Warning
- ❑ A = Alarm* (requires immediate attention)
- ❑ I = Information*

* Because these codes very rarely appear, they are not included in the table.

Most Common System Error Codes

Error Code	Name	Meaning	Troubleshooting Strategies
E01000A	Enclosure timeout error	One or more of the enclosures in a multi-enclosure system did not acknowledge a control operation command.	❑ Resend the command. ❑ Check the Status LED on the rear of each enclosure. If any are red, contact AutoAssist. ❑ Check the power indicators. ❑ Check the link connections between enclosures.
EFF8002	Transaction timeout error	The operation was not completed before the timer expired.	❑ Resend the command. ❑ Check the power indicators. ❑ Check the link connections in multi-enclosure systems. ❑ Check that the virtual matrix used in the command was valid.
E01DFFF	Missing hardware support error	The hardware does not support the command, e.g., an audio request was made on a VM that does not switch audio.	❑ Resend the command on a virtual matrix that supports the operation, e.g., send the audio request on the audio VM. ❑ Call Technical Support to verify that the hardware supports the command.
W010005	Sync timeout warning	The system did not receive the vertical interval sync signal. Note that the switch occurred, but not at the sync interval.	❑ Resend the command. ❑ Check the sync cable connections. ❑ Check the HyperTerminal splash screen to verify that sync is enabled (see the Vertical Interval Sync Board supplement). ❑ Check that the sync signal from the generator is being received by the vertical interval sync board. ❑ Power the system down and check sync board alignment and seating.

Troubleshooting

Error codes can appear either on the control panel or in a terminal emulation program, such as HyperTerminal.

When you are using a control panel, one of the most common troubleshooting strategies is to resend the command to see if the error was simply a timeout error.

When you are using BCS (Basic Control Structure) commands, one common troubleshooting strategy is to enter the command again. Often the command has simply been entered incorrectly (e.g., omitting an output in a Change command). In other cases, the command has specified a value that is not valid (e.g., entering a decibel value in an adjust volume command that is outside the volume range for the audio board).

Technical Support

For questions concerning CP-20A error or warning messages, note the specific information and contact AutoAssist.

AutoPatch provides technical support 24 hours a day, 7 days a week (except for U.S. holidays). Before contacting technical support with a question, please consult the product documentation. If this binder cannot fully answer your question, *have your serial number ready and contact your authorized AutoPatch Dealer or AutoPatch AutoAssist.* (The serial number is normally located on the rear of the enclosure or remote panel; see also the *Installation & Setup* section of this binder.)

AutoAssist Contact Information

- Toll-free U.S. and Canada – **800-622-0246**
- International – **509-235-2636**
- Website – **www.autopatch.com**
- Email – **support@autopatch.com**

AUTOASSIST
24hrs / 800-622-0246

Index

This index includes references only to the *Control Panel Operation* section of this binder. The *Installation & Setup* and *BCS Serial Control Protocol* sections each have their own index. If you cannot find what you are looking for here, please check the other sections.

A

adjusting contrast 7-1, 7-2

Arrow keys 1-3

audio

- input gain, adjusting 6-4 to 6-6
- mute/unmute 6-3
- volume, adjusting 6-2 to 6-3

Audio command 6-2, 6-4

AutoAssist 1-4, A-2

B

Back key 1-3

backlight 1-2

BCS commands 1-1, 5-1, A-2

C

cable, remote panel

- connecting to router 10-2
- linking panels 10-5
- specifications 10-1

Caution

- digital input gain 6-4
- disconnecting inputs 3-2
- global presets 5-1

Change command 2-2, 2-4, 2-7

changing virtual matrices 2-7

channel names (labels)

- custom 1-2, 8-1
- default 1-2

checking software version 9-1 to 9-2

communication cable, remote panel 10-1, 10-2, 10-5

configuration file

- custom labels 1-2, 8-1
- definition 8-1
- loading 8-1

contrast 7-1, 7-2

CP-20A Control Panel

- *illus.* 1-2
- key functions 1-2 to 1-3
- remote 10-1 to 10-5

custom names (labels) 1-2, 8-1

D

default

- channel name 1-2
- virtual matrix(VM) 2-1, 2-7

digital input gain

- adjusting 6-4 to 6-4
- *Caution* 6-4
- range 6-4

dimensions, remote panel 10-1

Disc (Disconnect) command 3-2, 3-4

disconnecting switches 3-1 to 3-5

- input *Caution* 3-2
- inputs 3-2 to 3-3
- outputs 3-4 to 3-5

dynamic menu area 1-2

dynamic menu keys 1-2

E

email, technical support 1-4, A-2

error codes A-1

executing global presets 5-4 to 5-5

executing switches 2-1

- input first 2-2 to 2-4
- output first 2-4 to 2-6

F

front of enclosure

- CP-20A *illus.* 1-2

Function key

- function 1-3
- *illus.* 1-2

G

gain, input

- *see* digital input gain

Global command 5-2, 5-4

global presets

- *Caution* 5-1
- defining 5-2 to 5-3
- executing 5-4 to 5-5
- overview 5-1

graphic LCD 1-2

H

humidity, remote panel 10-1

I

indicator(s) *illus*. 1-2

input gain

- *see* digital input gain

inputs

- *Caution*, disconnecting 3-2
- *Caution*, digital input gain 6-4
- disconnecting 3-2 to 3-3
- status 4-1 to 4-3
- switching 2-2 to 2-4

K

key functions 1-2 to 1-3

L

labels (channel names) 1-2, 8-1

LCD screen

- backlight 1-2
- contrast 7-1, 7-2
- function 1-2
- *illus.* 1-2
- viewing angle 10-4

level

- *see* virtual matrix (VM)

linking remote panels 10-5

loading

- configuration file 8-1

local preset 5-1

M

menu commands

- Audio 6-2, 6-4
- Change 2-2, 2-4, 2-7
- Disc (Disconnect) 3-2, 3-4
- Global 5-2, 5-4
- Setup 7-2, 8-2, 9-1
- Status 4-1, 4-3
- VM (Virtual Matrix) 2-7

mute 6-3

O

outputs

- disconnecting 3-4 to 3-5
- mute/unmute 6-3

outputs *continued*

- status 4-3 to 4-4
- switching 2-4 to 2-6
- volume, adjusting 6-2 to 6-3

P

power, remote panel 10-1, 10-3

power indicator *illus.* 1-2

presets

- defining, global 5-2 to 5-3
- executing, global 5-4 to 5-5
- overview global 5-1
- overview local 5-1

R

rear view, remote *illus*. 10-1

reload configuration file 8-1

remote panel

- applying power 10-3
- connect to router 10-2
- linking 10-5
- rack installation 10-4
- rearview *illus*. 10-1
- Service connector 10-1
- specifications 10-1

resistor, 120 ohm 10-5

S

scrolling 1-3

Select key 1-3

serial number, remote panel 10-1

Service connector, remote panel 10-1

Setup command

- adjusting contrast 7-2
- checking software version 9-1 to 9-2
- loading configuration files 8-2

software version, checking 9-1 to 9-2

specifications, remote panel 10-1

Status command 4-1, 4-3

switches

- *Caution* 3-2
- disconnecting 3-1 to 3-5
- executing 2-1 to 2-6

switches *continued*

- verifying status 4-1 to 4-4

system error codes A-1

system state 5-1

T

Take key

- function 1-3
- *illus.* 1-2

technical support 1-4, A-2

test switch

- *see* switches

transformer, wall 10-3

troubleshooting A-2

U

unmute 6-3

upload configuration file 8-2

V

verifying signal status 4-1

- input 4-1 to 4-3
- output 4-3 to 4-4

version, checking software 9-1 to 9-2

virtual matrix (VM)

- changing 2-7
- default 2-7

volume

- adjusting 6-2 to 6-3
- mute/unmute 6-3
- range 6-2

W

wall transformer 10-3

website 1-4

weight, remote panel 10-1

X

X^NConnect 1-2, 5-1

X^NNet

- cable to router 10-2
- cable to link panels 10-5
- specifications 10-1

BCS Command Line Formats

You can enter BCS (Basic Control Structure) commands from terminal emulation software or custom control software.

To generate commands, enter them using the following formats in which "**#**" represents any valid level, local preset, input, or output number and "**^^^**" represents the decibel level expressed as a decimal number to the tenth place without the decimal marker (for example 100 = 10.0 dB and -35 = -3.5 dB).

For multiple outputs or multiple local presets, enter a space between each number.

O is the letter O, not the number zero (0).

- To execute a switch:

  CL#I#O#T or **CL#O#I#T**

- To verify switch status:

  SL#O#T or **SL#I#T**

- To execute a local preset:

  RL#P#T

- To disconnect a switch:

  DL#O#T or **DL#I#T**

- To adjust absolute volume*:

  CL#O#VA^^^T

- To adjust relative volume*:

  CL#O#VR^^^T

- To adjust increment/decrement volume*:

  CL#O#VS+T or **CL#O#VS-T**

*To cancel an incomplete BCS command, enter the "**X**" command at any time.*

*To use these commands your system must contain audio boards with the Volume Adjustment feature and the resulting decibel level must fall within the audio range of the specific audio board.

BCS Command Set

Use a combination of the following characters (keys) to generate commands.

Keys	Function	Description
C	Change	Initiates an execute switch command
L	Level	Flags the next 1-3 digit number as a level number
"**0**" - "**9**"	Number	Identifies inputs, outputs, local presets, and levels; combine the digits to form larger numbers
I	Input	Flags the next 1-3 digit number as an input specification
O	Output	Flags the next 1-3 digit number as an output specification
" "	Space	Separates numbers in multiple number entries
T	Take	Executes a command
X	Exit	Exits, or cancels, the command being entered
S	Status	Verifies status of input and output connections
RR	Define Global Preset	Initiates a define global preset command
R	Global Preset	Initiates an execute global preset command. Also required to execute a local preset
P	Local Preset	Flags the next 1-3 digit number as a local preset number
D	Disconnect	Initiates a disconnect switch command
VA	Volume Absolute	Flags the next 1-3 digits as the volume adjustment to a specific decibel level
VR	Volume Relative	Flags the next 1-3 digits as the volume adjustment by a specific decibel amount
VS+ or **VS-**	Volume Increment/ Decrement	Adjusts volume of a specified output up or down a step

For additional information on Serial Control and BCS commands, see the system documentation.

Visit the AutoPatch web site at www.autopatch.com

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AUTOPATCH

CP-20A Control Panel

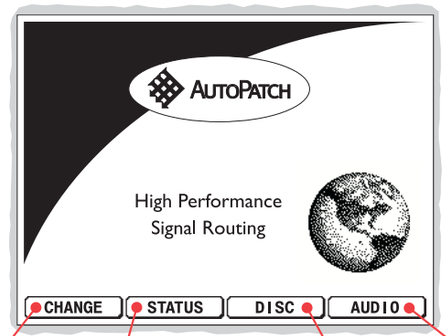
& BCS Commands

Please keep this guide close to the system for quick reference.

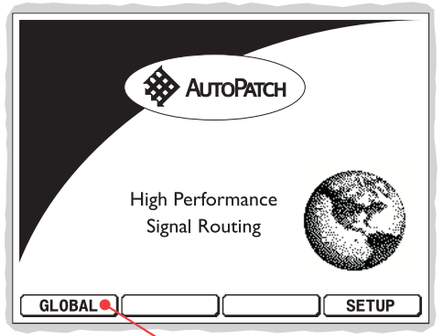
CP-20A Control Panel Command Screens

Quick Reference Guide

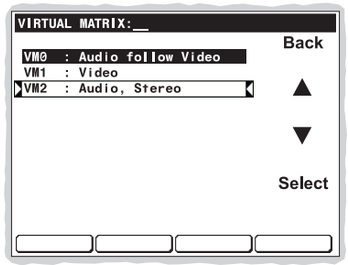
This side contains a map of the basic screens on a CP-20A. For additional information (e.g., adjusting input gain), see the system documentation.



Press the Function Key to view additional Main Menu options.

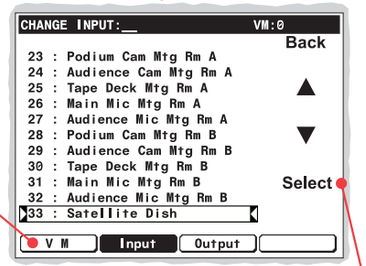


Select the Virtual Matrix



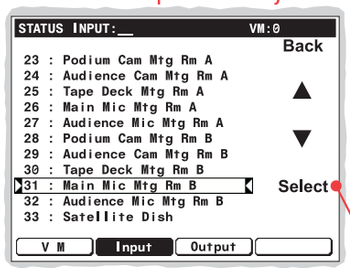
*The virtual matrix can be changed from any screen with a VM menu option.
1. Locate the VM using the arrow keys.
2. Press the Select key.

Select Input to Route


CHANGE INPUT:__ VM:0
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Back
Select
V M
Input
Output

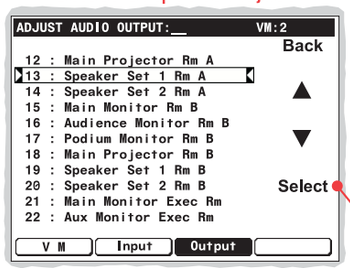
If necessary, press the VM key to change the virtual matrix.*
1. Locate the input using the arrow keys.
2. Press the Select key.

Select Input to Verify


STATUS INPUT:__ VM:0
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Back
Select
V M
Input
Output

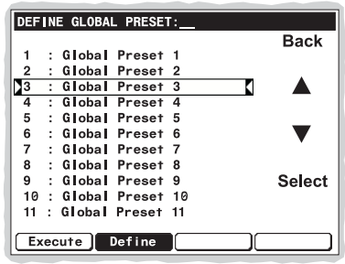
If necessary, press the VM key to change the virtual matrix.*
Option: Press the Output key to verify the status of an output.
1. Locate the input using the arrow keys.
2. Press the Select key.

Select Output to Adjust


ADJUST AUDIO OUTPUT:__ VM:2
12 : Main Projector Rm A
13 : Speaker Set 1 Rm A
14 : Speaker Set 2 Rm A
15 : Main Monitor Rm B
16 : Audience Monitor Rm B
17 : Podium Monitor Rm B
18 : Main Projector Rm B
19 : Speaker Set 1 Rm B
20 : Speaker Set 2 Rm B
21 : Main Monitor Exec Rm
22 : Aux Monitor Exec Rm
Back
Select
V M
Input
Output

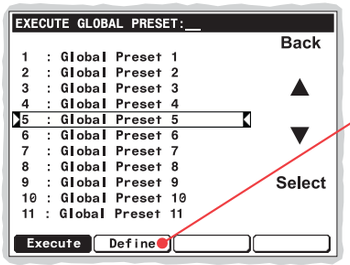
If necessary, press the VM key to change the virtual matrix.*
1. Locate the output using the arrow keys.
2. Press the Select key.

Select Number to Define State



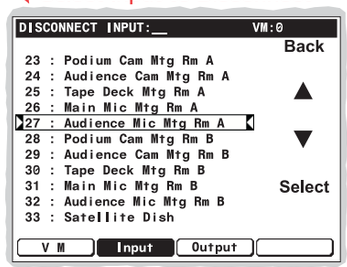
The system must be routed to the desired state before pressing the Global key.
1. Press the Define key.
2. Locate a number using the arrow keys.
3. Press the Select key.
4. Press the Take key to define the current system state as a Global Preset number.

Select Global Preset to Route



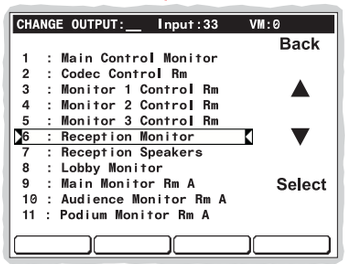
1. Locate a Global Preset (must be predefined) using the arrow keys.
2. Press the Select key.
3. Press the Take key to execute.

Select Input to Disconnect


DISCONNECT INPUT:__ VM:0
23 : Podium Cam Mtg Rm A
24 : Audience Cam Mtg Rm A
25 : Tape Deck Mtg Rm A
26 : Main Mic Mtg Rm A
27 : Audience Mic Mtg Rm A
28 : Podium Cam Mtg Rm B
29 : Audience Cam Mtg Rm B
30 : Tape Deck Mtg Rm B
31 : Main Mic Mtg Rm B
32 : Audience Mic Mtg Rm B
33 : Satellite Dish
Back
Select
V M
Input
Output

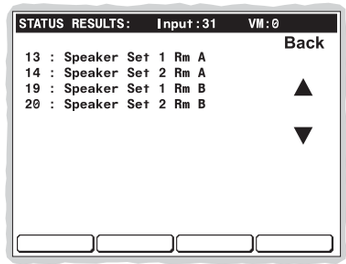
If necessary, press the VM key to change the virtual matrix.*
Option: Press the Output key to disconnect an output.
1. Locate the input using the arrow keys.
2. Press the Select key.
3. Press the Take key to disconnect the switch.

Select Output to Route


CHANGE OUTPUT:__ Input:33 VM:0
1 : Main Control Monitor
2 : Codec Control Rm
3 : Monitor 1 Control Rm
4 : Monitor 2 Control Rm
5 : Monitor 3 Control Rm
6 : Reception Monitor
7 : Reception Speakers
8 : Lobby Monitor
9 : Main Monitor Rm A
10 : Audience Monitor Rm A
11 : Podium Monitor Rm A
Back
Select

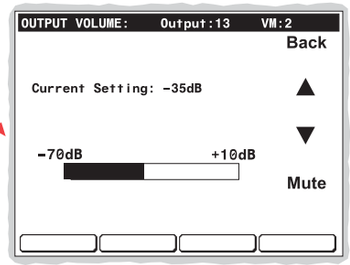
1. Locate the output using the arrow keys.
2. Press the Select key.
3. Press the Take key to execute the switch.

View Connected Outputs



1. Press the Back key to return to the previous screen. Or press the Function key to return to the Main Menu.

Adjust Volume of Output



1. Adjust the volume using the arrow keys.
2. Press the Back key to return to the previous screen. Or press the Function key to return to the Main Menu.